```c
#include <sys/socket.h>
#include <netinet/in.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
int main()
{
    char buf[100];
    int k;
    socklen_t len;
    int sock_desc, temp_sock_desc;
    struct sockaddr_in server, client;
    sock_desc = socket(AF_INET, SOCK_STREAM, 0);
    if (sock_desc == -1)
        printf("error in socket creation");
    server.sin_family = AF_INET;
    server.sin_addr.s_addr = INADDR_ANY;
    server.sin_port = 3003;
    client.sin_family = AF_INET;
    client.sin_addr.s_addr = INADDR_ANY;
    client.sin_port = 3003;
    k = bind(sock_desc, (struct sockaddr *)&server, sizeof(server));
    if (k == -1)
        printf("error in binding");
    k = listen(sock_desc, 5);
    if (k == -1)
        printf("error in listening");
    len = sizeof(client);
    temp_sock_desc = accept(sock_desc, (struct sockaddr *)&client, &len);
    if (temp_sock_desc == -1)
        printf("error in temperory socket creation");
    k = recv(temp_sock_desc, buf, 100, 0);
    if (k == -1)
        printf("error in receiving");
    printf("message got from client is %s", buf);
    close(temp_sock_desc);
    return 0;
}
```